

## CLAIMS

The invention is claimed as follows:

- 5     1.     A gaming device comprising:
- a plurality of reels;
- a plurality of symbols on the reels;
- a triggering event associated with at least one of said symbols
- or a combination of said symbols occurring on said reels;
- 10           a plurality of free spins of the reels;
- a plurality of multipliers associated with the free spins of the
- reels; and
- a processor which controls the reels, whereupon the occurrence
- of the triggering event on the reels, the processor provides said free
- 15           spins of the reels to a player and determines an award, if any, to
- provide to the player for each free spin based upon the symbols
- occurring on the reels from said free spin and the multiplier associated
- with said free spin, wherein the multiplier changes at least once during
- said plurality of free spins of the reels.
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2.     The gaming device of Claim 1, wherein the number of free spins
- are predetermined.
3.     The gaming device of Claim 1, wherein the number of free spins
- 25           is randomly determined by the processor.

4. The gaming device of Claim 1, wherein the number of free spins are determined in a sub-game provided to the player by the processor.

5. The gaming device of Claim 1, wherein the number of free spins are determined by the player by selecting at least one of a plurality of masked selections controlled by the processor.

6. The gaming device of Claim 1, which includes additional free spins provided to the player based on the occurrence of one or more symbols on the reels.

7. The gaming device of Claim 1, wherein the multipliers associated with each free spin of the reels except the first free spin of the reels is greater than the multiplier associated with the previous free spin of the reels.

8. The gaming device of Claim 1, wherein the multiplier associated with each free spin of the reels increases by a predetermined amount.

9. The gaming device of Claim 8, wherein the multiplier associated with each free spin of the reels increases by an amount selected from a range greater than zero and less than ten after each free spin of the reels.

10. The gaming device of Claim 1, wherein the multiplier associated with each free spin of the reels increases by a random amount.

11. The gaming device of Claim 1, wherein the multiplier associated  
5 with one of the free spins of the reels increases by a random amount after a plurality of free spins of the reels.

12. The gaming device of Claim 1, wherein the multiplier associated with each free spin of the reels increases by a randomly determined  
10 amount after a predetermined number of said free spins of the reels.

13. The gaming device of Claim 1, wherein the multiplier associated with each free spin of the reels increases by a randomly determined amount after a randomly determined number of said free spins of the  
15 reels.

14. The gaming device of Claim 1, which includes an incrementor symbol on said reels, wherein the multiplier associated with each free spin of the reels increases a predetermined amount when the  
20 incrementor symbol appears in a free spin of the reels.

15. The gaming device of Claim 14, wherein said multiplier increases by a randomly determined amount when said incrementor symbol appears in a free spin of the reels.

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16. The gaming device of Claim 1, which includes a plurality of incrementor symbols on said reels, wherein the multiplier associated with a free spin of the reels increases by the number of said incrementor symbols which occurs in that free spin of the reels.

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17. A gaming device comprising:

a plurality of reels;

a plurality of symbols on the reels;

a triggering event associated with at least one of said symbols

10 or combination of said symbols occurring on said reels;

a plurality of free spins of the reels;

a plurality of multipliers associated with the free spins of the reels, wherein the multiplier associated with each free spin of the reels after the first free spin of the reels is greater than the multiplier

15 associated with the previous free spin of the reels; and

a processor which controls the reels, whereupon the occurrence of the triggering event on the reels, the processor provides said free spins of the reels to a player and determines an award, if any, to provide to the player for each free spin based the symbols occurring on the reels from the free spin and the multiplier associated with said free spin of the reels.

18. The gaming device of Claim 17, which includes a consolation award provided to the player when the player does not receive an  
25 award for at least one of the free spins of the reels.

19. The gaming device of Claim 18, wherein the consolation award is predetermined.

5 20. The gaming device of Claim 18, wherein the consolation award is randomly determined.

21. The gaming device of Claim 18, wherein the consolation award is based on the multiplier associated with said free spins of the reels  
10 from which the player does not receive an award.

22. The gaming device of Claim 17, wherein the number of free spins are predetermined.

15 23. The gaming device of Claim 17, wherein the number of free spins are randomly determined.

24. The gaming device of Claim 17, wherein the number of free spins are determined in a sub-game provided to the player by the  
20 processor.

25. The gaming device of Claim 17, wherein the number of free spins are determined by the player by selecting at least one of a plurality of masked selections controlled by the processor.

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26. The gaming device of Claim 17, wherein said multiplier associated with each free spin of the reels increases by a predetermined amount.

5 27. The gaming device of Claim 26, wherein said multiplier associated with each free spin of the reels increases by an amount selected from a range greater than zero and less than ten.

28. The gaming device of Claim 17, wherein said multiplier  
10 associated with each free spin of the reels increases by a randomly determined amount.

29. The gaming device of Claim 17, wherein the multiplier associated with each free spin of the reels increases by a randomly  
15 determined amount after each predetermined number of said free spins of the reels.

30. The gaming device of Claim 17, wherein the multiplier associated with each free spin of the reels increases by a randomly  
20 determined amount after a randomly determined number of said free spins of the reels.

31. A gaming device comprising:

a plurality of primary reels having primary symbols displayed to a player in a primary game;

a triggering event associated with at least one of said primary symbols or combination of said primary symbols occurring on said primary reels in the primary game, wherein said triggering event triggers a secondary game;

a plurality of secondary reels having secondary symbols displayed to the player in the secondary game;

10 at least one incrementor symbol including in the secondary symbols;

a plurality of free spins of the secondary reels provided to a player in the secondary game;

a plurality of multipliers associated with the free spins of the secondary reels in the secondary game; and

15 a processor which controls the secondary reels, which changes the multiplier associated with each free spin of the secondary reels when one or more incrementor symbols occurs on the secondary reels, and which determines an award, if any, to provide to the player for each free spin of the secondary reels based upon the secondary symbols occurring on the secondary reels and the multiplier associated with the free spin of the secondary reels.

32. The gaming device of Claim 31, which includes an accumulated award based on the awards provided to a player in the secondary game wherein the accumulated award is provided to the player after there are no free spins remaining in the secondary game.

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33. The gaming device of Claim 32, wherein the accumulated award includes a plurality of the awards provided to the player in the secondary game.

10 34. The gaming device of Claim 32, wherein the accumulated award includes all of the awards provided to the player in the secondary game.

35. The gaming device of Claim 31, wherein each incrementor  
15 symbol increments the multiplier associated with each free spin of the reels by a predetermined amount.

36. The gaming device of Claim 31, wherein each incrementor  
20 symbol increments the multiplier associated with each free spin of the reels by a random amount.

37. The gaming device of Claim 31, wherein said multiplier  
increases based on the number of said incrementor symbols that occur  
in a free spin of the reels.

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38. The gaming device of Claim 31, a probability of occurring on the reels in a free spin is associated with each incrementor symbol, and wherein one incrementor symbol has a higher probability than another incrementor symbol.

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39. A gaming device comprising:

a primary game including at least one triggering event;

a secondary game which includes a plurality of reels, a plurality of symbols on the reels, a plurality of free spins of the reels and a

10 multiplier associated with each free spin of the reels; and

a processor which controls the primary game and the secondary game, whereupon an occurrence of the triggering event in the primary game, the processor provides the secondary game to a player and determines an award, if any, to provide to the player for each free spin

15 in the secondary game based the symbols occurring on the reels from said free spin in the secondary game and the multiplier associated with said free spin of the reels.

40. The gaming device of Claim 39, wherein the number of free

20 spins are predetermined.

41. The gaming device of Claim 39, wherein said the number of free spins is randomly determined by the processor.

42. The gaming device of Claim 39, which includes additional free spins provided to the player in the secondary game based the occurrence of one or more symbols on the reels.

5 43. The gaming device of Claim 39, wherein the number of free spins are determined in a sub-game provided to the player by the processor.

44. The gaming device of Claim 39, wherein the number of free  
10 spins are determined by the player by selecting at least one of a plurality of masked selections controlled by the processor.

45. The gaming device of Claim 39, wherein the multiplier associated with each sequential free spin of the reels increases.  
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46. The gaming device of Claim 39, wherein said multiplier associated with each sequential free spin of the reels increases by a predetermined amount.

20 47. The gaming device of Claim 46, wherein said multiplier associated with each sequential free spin of the reels increases by an amount selected from a range greater than zero and less than ten.

48. The gaming device of Claim 39, wherein said multiplier associated with each sequential free spin of the reels increases by a randomly determined amount.

5 49. The gaming device of Claim 39, which includes an incrementor symbol on said reels, wherein the multiplier associated with each free spin of the reels increases a predetermined amount when the incrementor symbol appears in a free spin of the reels.

10 50. The gaming device of Claim 39, wherein said multiplier associated with each free spin of the reels increases by a randomly determined amount when said incrementor symbol appears in a free spin of the reels.

15 51. The gaming device of Claim 39, which includes a plurality of incrementor symbols on said reels, wherein the multiplier increases by the number of said incrementor symbols which occur in a free spin of the reels.

52. A gaming device comprising:

a primary game including at least one triggering event;

a secondary game which includes a plurality of symbols, a plurality of reel events employing said symbols and a different multiplier

5 associated with each reel event; and

a processor which controls the primary game and the secondary game, whereupon the occurrence of the triggering event in the primary game, the processor provides the secondary game to a player, changes the multiplier after each reel event, and determines an award,

10 if any, to provide to the player for each reel event in the secondary game based upon the occurrence of the symbols in said reel event in the secondary game and the multiplier associated with said reel event.

53. A method for operating a gaming device, said method comprising the steps of:

- (a) initiating a bonus game;
- (b) displaying a plurality of reels having a plurality of symbols;
- (c) determining a number of free spins of the reels;
- (d) spinning the plurality of reels;
- (e) determining whether to provide an award to a player based on said symbols on the reels;
- (f) modifying said award, if any, using a multiplier;
- (g) providing said award to the player;
- (h) modifying the multiplier after each free spin; and
- (i) repeating steps (b) to (h) until there are no free spins remaining.

54. The method of Claim 53, wherein said multiplier increases by a predetermined amount after each free spin.

55. The method of Claim 53, wherein said multiplier increases by a random amount after each free spin.

56. The method of Claim 53, wherein said multiplier increases by a predetermined amount after a plurality of free spins.

57. The method of Claim 53, wherein said multiplier increases by a random amount after a random number of free spins.

58. A method for operating a gaming device, said method comprising the steps of:

- (a) initiating a bonus game;
- (b) displaying a plurality of reels having a plurality of symbols;
- (c) determining a number of spins of the reels;
- (d) spinning the plurality of reels;
- (e) determining whether to provide an award to a player based on said symbols on the reels;
- (f) determining whether an incrementor symbol appears on said reels;
- (g) increasing a multiplier by the number of the incrementor symbols appearing on said reels;
- (h) modifying the award using said multiplier; and
- (i) repeating steps (a) to (h) until there are no free spins remaining.

59. The method of Claim 58, wherein each incrementor symbol increments the multiplier by a predetermined amount.

60. The method of Claim 58, wherein each incrementor symbol increments the multiplier by a random amount.

61. A gaming device comprising:

a plurality of reels;

a plurality of symbols on the reels;

a triggering event associated with at least one of said symbols

5 or a combination of said symbols occurring on said reels;

a plurality of free spins of the reels;

a plurality of multipliers associated with the free spins of the  
reels; and

a processor which controls the reels, whereupon the occurrence

10 of the triggering event on the reels, the processor provides said free  
spins of the reels to a player and determines an award, if any, to  
provide to the player for each free spin based the symbols occurring on  
the reels from said free spin and the multiplier associated with said free  
spin.

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62. A gaming device comprising:
- a base game including a plurality of base reels;
  - a plurality of base symbols included on the base reels;
  - a triggering event associated with at least one of said base
- 5 symbols or a combination of said base symbols occurring on said base reels wherein the triggering event triggers a bonus game;
- a bonus game including a plurality of bonus reels;
  - a plurality of bonus symbols included on the bonus reels
- wherein the bonus symbols are different from the base symbols;
- 10 a plurality of free spins of the bonus reels;
- a plurality of multipliers associated with the free spins of the bonus reels; and
- a processor which controls the base and bonus reels,
- whereupon the occurrence of the triggering event on the base reels,
- 15 the processor initiates the bonus game, provides said free spins of the bonus reels to a player, and determines an award, if any, to provide to the player based upon the bonus symbols occurring on the bonus reels after each free spin and the multiplier associated with each free spin where the multiplier changes at least once during the free spins of the
- 20 bonus reels.